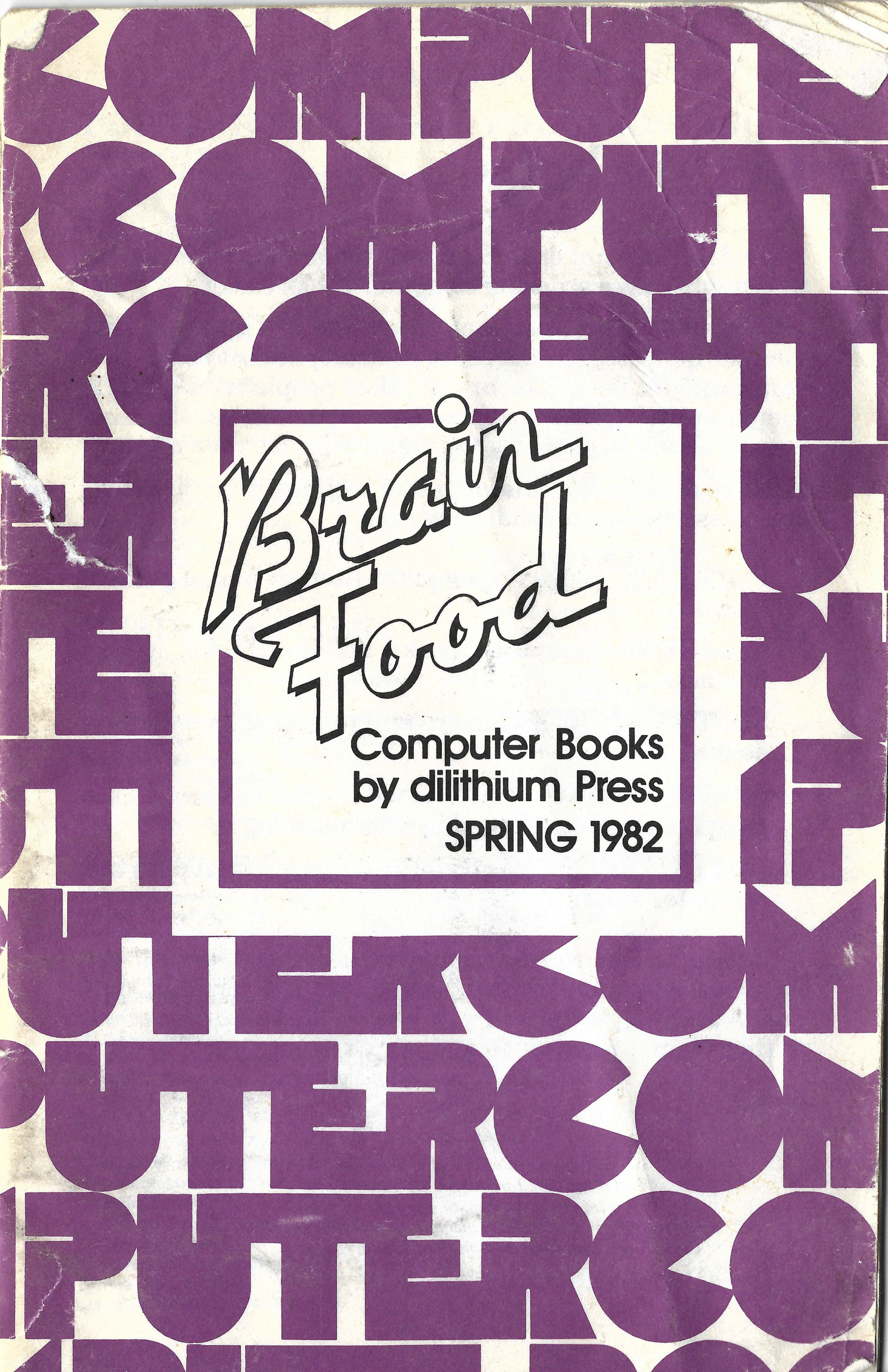

# Brain Food

Computer Books
by dilithium Press

SPRING 1982

# Let us help . . .

We'd like to point out a couple of things about this catalog that might make ordering computer books easier.

Please note that after each title there is a number. That number indicates the degree of difficulty of that book. (1) is very easy, (4) is very technical. Most people read level (2) computer books. Knowing your own expertise, use the numbers as an aid in choosing the right titles for your needs.

We've divided the catalog into 5 sections. Here are some short descriptions of what they are:

POPULAR: Books on computer literacy and of general interest

BUSINESS: Computer books specifically for use in business

SOFTWARE: Books about programming and how to do it

PROGRAMMING LANGUAGES: Books about the computer languages used in programming

HARDWARE: Books about the various components of a computer system

Call us on our toll free number: 1-800-547-1842 if you have questions. As always, we welcome your thoughts, comments and suggestions. If you would like to be part of our author team, please write and tell us about your project.

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# POPULAR

## COMPUTERS FOR PEOPLE* (2)

Jerry Willis and Merl Miller

Computers for people

The Atari system's popularity is growing by leaps and bounds. Well-known for its game uses, the Atari computer promises to become one of the most widely used microcomputers in business and home applications. This book, written by two of dilithium Press' most popular authors, outlines some of the major benefits and uses of a microcomputer, specifically the Atari 400 and 800 computers.*

You can read about new ideas like electronic mail, word processing and educational simulation. A 15 page glossary will help you with unfamiliar terms and 27 pages of glossy pictures provide additional enjoyment.

*dilithium Press*
ISBN 0-918398-64-9
200 pages/47 illus
1982
5½ × 8½
paper $7.95

*Trademarks of Atari, Inc.

## PEANUT BUTTER AND JELLY GUIDE TO COMPUTERS (2)

Jerry Willis

PB&J
Peanut Butter & Jelly Guide To Computers
Jerry Willis

Chosen by the *Library Journal* as the outstanding computer publication of 1979, this entertaining book is a simple, easy-to-digest source of information on personal computing. It starts by giving you the essential knowledge you need to become an informed user of small computers. The author then gives you thoughts on where you should buy your micro and what you can actually do with it. Games, business, educational, scientific, artistic, and household applications are all described.

A combination consumer's guide and tutorial, the author keeps the writing style light and comfortable.

*dilithium Press*
ISBN 0-918398-13-4
207 pages/86 illus
1978
5½ × 8½
paper $9.95

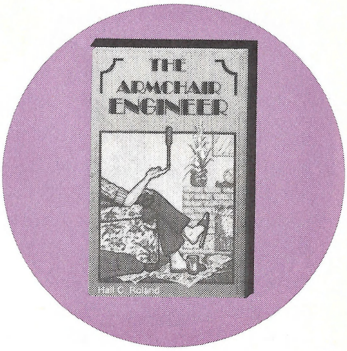
## THE ARMCHAIR ENGINEER (1)

Hall C. Roland

If you're curious about how things work, but don't feel like doing exhaustive reading to find out, read this book to understand the "hows" and "whys" of over 45 different subjects.

Originally written as a series of weekly articles for a newspaper, the author covers topics as diverse as the workings of a fire detector, camera lens corrections, and the 200 miles per gallon carburetor. Though it is written in an easily understandable style, the author has obviously done his homework on each one.

Full of related illustrations and diagrams, this book is just the answer for the parent who is constantly barraged with "why", for the teacher who is supposed to know everything, and for those of you whose subtle curiosities keep you young at heart.



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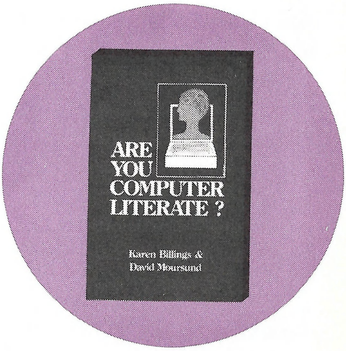
| *dilithium Press* | 110 pages/40 illus | 5¼ × 8½ |
| ISBN 0-918398-51-7 | 1981 | paper $5.95 |

## ARE YOU COMPUTER LITERATE? (1)

Karen Billings and David Moursund

With computers becoming such a buzz word, more and more people are finding it necessary to learn something about them. This book, which is especially suited for self-instruction, teaches you the capabilities, applications and implications of computers. It does not assume any previous experience with computers, nor does it require that any particular computer equipment be available.

Quizzes at the beginning of the chapters and a final exam allow you to chart your own progress. Plus each chapter contains a number of activities, suggested readings and sources of information. A glossary is also included as a learning aid.



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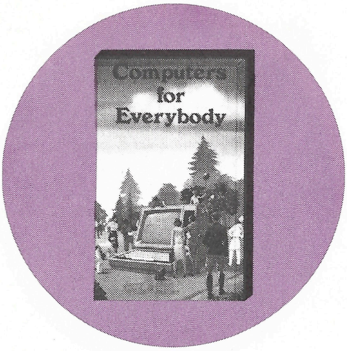
| *dilithium Press* | 147 pages/138 illus | 5½ × 8½ |
| ISBN 0-918398-29-0 | 1979 | paper $9.95 |

## COMPUTERS FOR EVERYBODY (2)

Jerry Willis and Merl Miller



Written by non-computer people for non-computer people, this delightful book is a non-biased, introductory look at computers today. The authors tell you how you can use a computer in your home, office or school, and how to go about buying one. They let you know which computers will do the job, which won't, and why.

A fun-to-read book, this is must-reading if you're considering a computer purchase. And if you haven't reached that stage yet, the background from this book should help you make that decision.

*dilithium Press* 171 pages/83 illus 5½ × 8½
ISBN 0-918398-49-5 1981 paper $5.95

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## THE YEAR OF THE ROBOT (2)

Wayne Chen

THE YEAR
OF THE
ROBOT
Wayne Chen

An outstanding philosopher and educator, Chen introduces you to fascinating aspects of our own human personality by looking at the operational principles of robotic or artificial intelligence.

This book gives you a look into a future where robot intelligence is an integral part of daily life. This revealing, often unsettling scenario offers new insights into the developing concepts of robot intelligence that strangely enough are very like our own mercurial personalities.

Written at a level understandable by the layman, this is a unique blend of philosophy, science, speculation and evangelism.

*dilithium Press* 182 pages/35 illus 5½ × 8½
ISBN 0-918398-50-9 1981 paper $8.95

## UNDERSTANDING COMPUTERS (2)

Paul Chirlian

This is a book that describes how computers work. Starting with the most elementary gates and working up to the complete computer, the author discusses all phases of computer development. The binary number system and the way that a computer works with numbers is also considered.

The author discusses elementary machine language programming and talks about assembler languages and higher level languages. He provides an understanding of what languages are and how they operate in a computer.

*dilithium Press* 193 pages/65 illus 5½ × 8½
ISBN 0-918398-15-0 1978 paper $11.95

## HOME COMPUTERS: A BEGINNER'S GLOSSARY AND GUIDE (2)

Merl Miller
and Charles J. Sippl

If you do not know the difference between byte and baud, if you think half of $2^{10}$ is $2^5$, and if you think BASIC means the same thing as elementary, then this is the book for you. It will help you understand the terminology, number systems and symbols used by computerists. It will also help you evaluate microcomputer systems and applications. This is a good companion for your computer nook.

*dilithium Press* 147 pages/20 illus 5½ × 8½
ISBN 0-918398-02-9 1978 paper $10.95

## MICROCOMPUTER DICTIONARY AND GUIDE (2)

Charles J. Sippl
and
David A. Kidd

This thorough work contains over 10,000 definitions related to the microcomputer field. It has special sections on mathematics and statistics, flow chart symbols and techniques, binary numbers and other computer related terms. Also included is a comprehensive electronic/computer abbreviation and acronym section.

This book should be one of your basic tools in the process of building your computer knowledge.

*Matrix Publishers, Inc.* 680 pp/30 illus 6½ × 10
ISBN 0-916460-01-0 1975 paper $24.95

## YOUR HOME COMPUTER (2)

James White

Written for the person who has no technical background, this book introduces the microcomputer to you by way of a 4-part overview. The author describes the inner working of the computer, then the peripherals. He goes into the availability and advisability of some purchasing channels plus discusses applications: things the home computer can do for you.

*dilithium Press* 211 pages/46 illus 6 × 9
ISBN 0-918398-22-3 1977 paper $13.95

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*1-800-547-1842*

## FROM DITS TO BITS: A Personal History of the Electronic Computer (1)

Herman Lukoff

In this enlightening book, Herman Lukoff, one of the pioneer developers of the computer, recounts the intense atmosphere of discovery and frustration that pervaded the back room of Moore School at the University of Pennsylvania as he helped develop what has become man's greatest accomplishment in the second half of the 20th century. The text is illustrated with numerous photographs.

*Robotics Press* 200 pages/60 illus 5½ × 8½
ISBN 0-89661-002-0 1979 cloth $14.95

## ROBOTS ON YOUR DOORSTEP (2) (A Book About Thinking Machines)

Nels Winkless
and
Iben Browning

This book will amaze, frighten, excite and shock you. More importantly, it will make you think about things you have never contemplated before. One thing the book won't do is bore you. Why? Because this book says, in a nutshell, that machines that deduce, reason and adapt are not merely possibilities, but are short term probable realities.

*Robotics Press* 179 pages/58 illus 5½ × 8½
ISBN 0-89661-000-4 1978 paper $9.95

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Rich Didday

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—Kilobaud

This delightfully clever spoof, by a teacher of computer science, will entertain and educate you. The book consists of cartoons about computing that go from the ridiculous to the sublime.

*Matrix Publishers, Inc.* 50 pages 8½ × 11
ISBN 0-916460-00-2 1976 paper $1.25

## PROGRAMMABLE CALCULATORS: HOW TO USE THEM (2)

Roger J. Sippl
and
Charles J. Sippl

The thrust of this book is the analysis of personal or pocket programmable calculators. The book suggests which calculators to buy, their possibilities and limitations, and the how-tos of programming them.

*Matrix Publishers, Inc.* 526 pp/123 illus 6½ × 10
ISBN 0-916460-08-8 1978 paper $15.95

## TAKE A CHANCE WITH YOUR CALCULATOR: Probability Problems for Programmable Calculators (3)

Lennart Rade

Dealing with probability and with programming of programmable calculators, this valuable book gives a challenging introduction to this fascinating area of modern mathematics.

*dilithium Press* 163 pages/55 illus 5½ × 8½
ISBN 0-918398-07-X 1977 paper $9.95

## GAMES, TRICKS, AND PUZZLES FOR A HAND CALCULATOR (1)

Wallace Judd

What did Snoopy add to his doghouse as a result of his dog-fights with the Red Baron? The answer is $3 \times 303 + 50 \times 7 \times 8 = ?$ Now turn the answer upside down! Just an example of the fun included.

*dilithium Press* 91 pages/30 illus 6 × 9
ISBN 0-918398-19-3 1976 paper $4.95

## COUNTDOWN: Skydiver, Rocket and Satellite Motion on Programmable Calculators (2)

Robert Eisberg
and Wendall Hyde

This clearly written book shows how to use an inexpensive programmable calculator to accurately predict the motion of a variety of objects.

*dilithium Press* 107 pages/30 illus 5½ × 8½
ISBN 0-918398-26-6 1979 paper $8.95

## CALCULATOR USERS GUIDE AND DICTIONARY (2)

Charles J. Sippl

*"This book's purpose is to obviate or minimize the confusion surrounding those machines in the marketplace . . ."*

—New Technical Books

*Matrix Publishers, Inc.* 425 pages/71 illus 6½ × 10
ISBN 0-916460-06-1 1976 paper $12.95

## PROBLEM SOLVING WITH CALCULATORS (1)

Karen Billings
and David Moursund

The two main purposes of this book are to help you learn about calculators and then to help improve math problem solving.

*dilithium Press* 150 pages/115 illus 5½ × 8½
ISBN 0-918398-30-4 1979 paper $7.95

## GAMES WITH THE POCKET CALCULATOR (1)

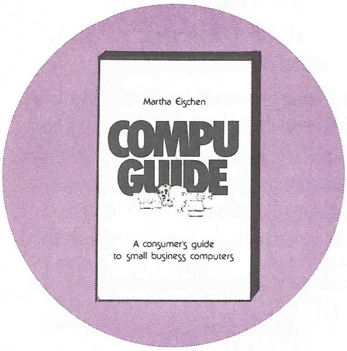
Sivasailam Thiagarajan
and Harold D. Stolovitch

The object of calculator games is fun. But this book combines learning with fun.

*dilithium Press* 47 pages/21 illus 5½ × 10¾
ISBN 0-918398-20-7 1976 paper $3.95

## COMPU-GUIDE (2)
## The Consumer's Guide to Small Business Computers

Martha Eischen



Based on the author's one-day seminar, "Do you need a computer?", this book specifically addresses the needs and anxieties of the business person. It speaks to you in your own language, brings computers to your arena, and discusses the responsibilities involved in computerization.

The book shows you how to go about selecting a computer for business applications. It reviews your needs with regard to what a computer can and cannot do for you. It answers such questions as: Is a computer needed and if so, how much is needed? Who can be trusted? What should be expected? Where do I start?

With this book, you can be assured your computer choice will be an intelligent one.

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| *dilithium Press* | 180 pages/20 illus | 5½ × 8½ |
| ISBN 0-918398-69-X | April | paper $14.95 |

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## Featuring Quick Register

Chuck Atkinson

Inventory Management for Small Computers
featuring Quick Register
Chuck Atkinson

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| *dilithium Press* | 120 pages | 5½ × 8½ |
| ISBN 0-918398-48-7 | February | paper $16.95 |

*Inventory Management Software is available on disk. For more information, see the back of our Inventory Management book or call 1-800-547-1842.*

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## Featuring Executive Assistant

Barbara Chirlian

NEW

Can I use a word processor in my profession or small business? What do I need in the way of equipment? Will a word processor actually be of use to me? These are just a few of the questions this book should answer for you.

The first part of the book provides a general discussion of word processing. It includes a short history and a brief view of things to come. What a word processor can and cannot do is clearly defined.

The rest of the book describes in great detail how to use a specific word processing program called **The Executive Assistant.** A full explanation of this specific program will give you a clear idea of what a word processor can do and how it does what it does.

*dilithium Press* 150 pages 5½ × 8½
ISBN 0-918398-58-4 June paper $9.95

# THE EXECUTIVE ASSISTANT WORD PROCESSOR SOFTWARE

Paul Chirlian

A word processor is a special computer program that helps you manipulate text. You can write a document, insert or change words, paragraphs or pages and then print the document letter perfect. Chirlian's program is easy to learn, powerful and convenient.

Designed to run on the TRS-80 model I, DOS disk drives, 48K, it contains all editing features. Maximum file length is 6500 characters. Maximum block move length 500 characters. It has compact file storage and automatic page numbers. Output can be justified or ragged right. Concatenation of files for printing is included.

Disk, user manual, and source listing available for $149.95.

More information available in **The Tenderfoot's Guide to Word Processing** or call our toll free number:

1-800-547-1842

SMALL COMPUTERS
FOR THE
SMALL BUSINESSMAN

## SMALL COMPUTERS FOR THE SMALL BUSINESSMAN (2)

Nicholas Rosa and Sharon Rosa

Here is an excellent guide for businesspeople who are interested in finding out what a computer can do, but are not interested in becoming "computer nuts." The authors are consultants who assess the needs of businesspeople for computers and they touch base with everything necessary you'll need to consider before purchasing a computer.

The authors tell you how and where to shop for a computer successfully; what to expect your computer to do for you; how much computer is necessary; how to select software; whether or not to use a consultant; how to introduce the computer to your staff, and much more.

If you've ever considered a computer for your business, this book will arm you with the information you'll need to make a cost effective decision.

*dilithium Press* 331 pages/53 illus 5½ × 8½
ISBN 0-918398-31-2 1980 paper $16.95

## HOW TO MAKE MONEY WITH YOUR MICROCOMPUTER (2)

Carl Townsend
and Merl Miller

The microcomputer can be used as a lever to multiply your income. This book will help get things off to a flying start with dozens of money-making ideas to implement on your microcomputer. If you've already had a few ideas of your own but haven't been able to integrate them into an operating business plan, this book can assist you with that as well.

Loaded with concrete examples, this book will serve as a guide to organizing and implementing a micro business plan from internal set-up right through sales.

*dilithium Press* 154 pages 5½ × 8½
ISBN 0-918398-74-6 1979 paper $12.95

## FROM THE COUNTER TO THE BOTTOM LINE (2)

Carl Warren
and Merl Miller

Designed for the entrepreneuer with no computer experience, this book is a demystifying guide to basic accounting needs and computer use. The authors cover inventory and purchasing, billing, accounts receivable, accounts payable and general ledger.

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Reassuring and revealing examples abound.

*dilithium Press* 289 pages/23 illus 5½ × 8½
ISBN 0-918398-11-8 1979 paper $16.95

## TRS-80 COLOR PROGRAMS (2)

Tom Rugg and Phil Feldman

NEW

Designed specifically for the new TRS-80 Color Computer, this book, by the authors of dilithium's "32 BASIC Programs" series, fully documents 37 different programs.

Written in BASIC, the programs are bug-free if entered exactly as shown. The programs are divided about evenly between games, educational uses, and practical applications. Also included is a special color section which illustrates how programs will look on a colored screen.

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| *dilithium Press* | 323 pages/76 illus | 5½ × 8½ |
| ISBN 0-918398-61-4 | February | paper $19.95 |

*TRS-80 Color Programs software is available on disk for $29.95.*

## HOW TO GET STARTED WITH CP/M (Control Programs for Microcomputers) (2)

Carl Townsend

HOW TO
GET STARTED
WITH CP/M

Are you having trouble understanding the basic operation of CP/M? This book will get you into the essentials in a few easy steps.

The CP/M operating system has already become the most widely used operating system for microcomputers. There are more programs, utilities and suppliers for this operating system than for any system on the market. This practical book, written by a senior systems analyst, describes CP/M in simple, graspable terms, so even beginners can understand.

The book includes a handy guide on shopping for an operating system, a glossary, a list of hardware manufacturers supporting CP/M, and a list of major CP/M software.

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| *dilithium Press* | 127 pages/11 illus | 5½ × 8½ |
| ISBN 0-918398-32-0 | 1981 | paper $13.95 |

## 32 BASIC PROGRAMS BOOKS

Tom Rugg and Phil Feldman

32 BASIC Programs for the PET Computer
Tom Rugg
Phil Feldman

### 32 BASIC PROGRAMS FOR THE PET COMPUTER (2)

*dilithium Press* 267 pages/56 illus 5½ × 8½
ISBN 0-918398-25-8 1979 paper $19.95

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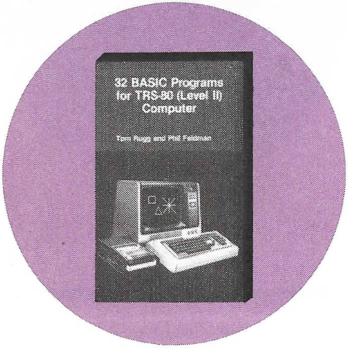
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Tom Rugg and Phil Feldman

Programs for the TRS-80 Level II or Model III BASIC (with 16K or more user memory)

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ISBN 0-918398-34-7 1981 paper $19.95

### 32 BASIC PROGRAMS FOR THE EXIDY SORCERER (2)

with Kevin McCabe

*dilithium Press* 267 pages/36 illus 5½ × 8½
ISBN 0-918398-35-5 1981 paper $19.95

32 BASIC PROGRAMS FOR THE APPLE COMPUTER
Tom Rugg
Phil Feldman

Chock full of programs with practical applications, educational uses, games and graphics, each of the "32 BASIC Programs books" is designed for a specific machine. Written by experienced programmers, each of the 32 chapters fully documents a different bug-free program. The programs can also be adapted by making the changes the authors suggest. And if readers have a good working knowledge of BASIC, they can devise and implement their own program changes. This feature makes these books valuable to the novice and the old-hand alike.

32 BASIC Programs for the Exidy Sorcerer
Tom Rugg
Phil Feldman
Kevin McCabe

*Software for each book is available on disk for $29.95. TRS-80 users please note level II or Model III on order form.*

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1-800-547-1842

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Jerry Willis and William Danley, Jr.

This is a book about software. Although mastering software can be as trying as the title of this book suggests, Willis and Danley have come up with some help. They have written a guide which leads you carefully through the software maze. You will learn about machine language and assembly language programming and about BASIC.

The emphasis, however, is not on learning to write programs, but on learning to use the thousands of available programs that have already been written. Not only does the book supply you with a solid basis for understanding software design, but it makes most programs fair game because it details how to customize a great variety of them to fit your machine.

NAILING JELLY to a TREE
Jerry Willis & William Danley, Jr.

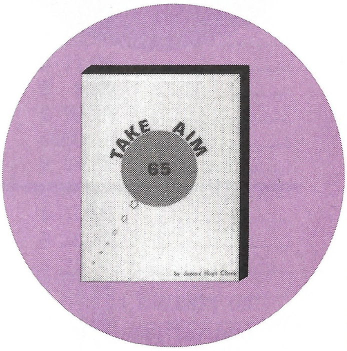
*dilithium Press* — 244 pages/51 illus — 5½ × 8½
ISBN 0-918398-42-8 — 1981 — paper $15.95

## TAKE AIM: VOLUME 1 (3)

James H. Clark

This lab and learning manual for the AIM-65 and other 6502 microcomputers is a valuable instructional tool for students and practitioners. Designed as an addition to the AIM-65 documentation that is enclosed with the AIM-65, the book is intended for hands-on use.

The manual includes computer precautions, programming basics, a glossary, a cross-index of AIM-65 documentation and operating instructions. Questions for the manual are supplied in the back. James Clark, a design engineer, has also included more than 30 fully documented utility and game programs, which teach math, data handling, simulation and more.



*Matrix Publishers, Inc.* — 380 pages/44 illus — 8½ × 11
ISBN 0-916460-29-0 — 1981 — paper $19.95

## THE BEST OF INTERFACE AGE

With a circulation now in excess of 100,000 world wide, *Interface Age,* one of the computer industry's leading magazines, has gained an international reputation for producing quality information of interest to businessmen, beginner computer users and to the general public.

Best of
INTERFACE AGE
VOLUME 1
SOFTWARE
IN BASIC

### VOLUME 1: SOFTWARE IN BASIC (2)

The four articles reprinted in this volume provide you with some of the most useful software programming ever created. Chapter 4, "The Great Experiment," the most requested piece of software to appear in the magazine, offers the complete source listing of Uiterwyck's 4K BASIC. The other three chapters—"Lawrence Livermore 8080 BASIC," "Dr. Wang's Palo Alto Tiny BASIC," and "National's Tiny BASIC" give an excellent grounding in the various phases of these popular variations.

*dilithium Press* 314 pages/8 illus 5½ × 8½
ISBN 0-918398-36-3 1979 paper $17.95

Best of
INTERFACE AGE
VOLUME 2
GENERAL
PURPOSE
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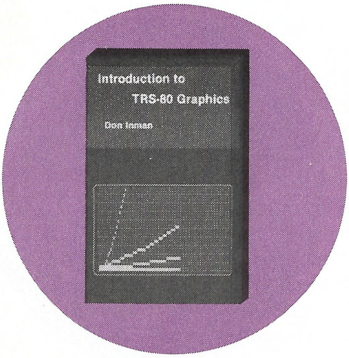

One of the most exciting capabilities of personal computers is their ability to provide graphical data displays that formerly cost thousands of dollars. This book provides a complete introduction to the basics of graphic programming on the TRS-80 computer using dozens of real examples.

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A team effort by three well-known computer aficionados has produced a short programming course that will lead you step-by-step into the basics of computer programming. Specifically designed for use with the Heathkit H-8 Computer, the book covers machine language programming and presents a program or subroutine to write in every chapter. This is a book of basics, not techniques, so a background in computers is not necessary.

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Of the dozens of books available purporting to teach computer programming, one of the consistently popular instructional texts has been INSTANT (Freeze-Dried Computer Programming in) BASIC, published in 1977.

The 2nd Astounding! Edition provides more annotations, additional activities and text, and updates all information.

It is oriented for Microsoft-like versions of BASIC as used on the Apple, TRS-80, PET, Microexpander, and any brand of computer using Microsoft BASIC 80, with annotations for Northstar BASIC, Atari BASIC, and DEC BASIC plus.

A valuable tool for every beginner, it is full of graphics, end-of-chapter activities and has one of the smoothest and best-tested instructional sequences going.

INSTANT
BASIC

*dilithium Press* 200 pages/200 illus 8½ × 10¾
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## BASIC BASIC-ENGLISH DICTIONARY (2)

### For the Apple, Pet and TRS-80

Larry Noonan

This book was written for those of you who have found programs in magazines or books that were exactly what you were looking for but were written for other computers. This dictionary presents an alphabetical listing of all commonly used BASIC commands, statements, operators and special keys as used on the Apple, PET and TRS-80. If there is a straight-forward way to translate one of these BASICs to another, it is shown with examples and explanations.

Noonan, a resource teacher in Canada, also translates graphics, which is one of the hardest things to do in computer translations. He includes worksheets that make the process a lot easier.

The nitty little differences in BASIC can drive a computer user crazy. Noonan's book may save some on-the-brink potentials.

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## PET BASICS (2)

D.J. David

NEW

Designed to make you love your PET Computer, this new book is a specific introduction to BASIC as it is used on the PET. After a brief discussion of general data processing ideas, the book eases into the fundamentals of the BASIC programming language. You will proceed from one program to the next by small variations introducing new instructions.

All programs have been effectively tested. The author, a professor in Paris, aids you by also including exercises and answers.

The book covers the PET computer itself by discussing its features and possibilites. Graphics and the 1/0 port are included. If you want to get the most from the PET Computer, David has provided a helping hand.

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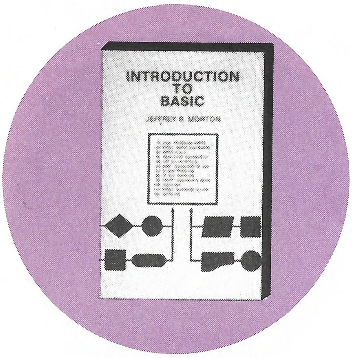
## INTRODUCTION TO BASIC (3)

Jeffrey B. Morton



Now in its seventh printing, this extremely popular introduction to BASIC is an outgrowth of notes used in a first year engineering course taught at the University of Virginia. The course became so popular with students from other disciplines that now most of the people in Dr. Morton's classes are majoring in something other than engineering. Although some of the material is sophisticated, you should be able to tackle it.

The book's approach places emphasis on using the fundamental statements in BASIC rather than bombarding the beginner with every detail about the language itself. Creativity and originality are promoted through the book's many and varied exercises and projects. The exercises are the strength of Morton's book.

Divided into two parts, the first half helps you learn BASIC. The second helps you apply BASIC. It is very suited to self-study.

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| *Matrix Publishers, Inc.* | 206 pages/20 illus | 6 × 9 |
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## MICROSOFT BASIC (2)

Ken Knecht

Knecht, a free-lance writer with an extensive background in engineering, presents a complete introduction and tutorial on programming in BASIC.

After an initial explanation of BASIC and a chapter on definitions, the author presents a thorough course on programming in Microsoft BASIC. The examples given, starting with the simplest, are all workable ones.

Subjects covered include branching and loops, arithmetic in BASIC, strings, editing, arrays and files, the disk, and a description of the Radio Shack Level II BASIC.

The book illustrates the concepts presented with examples that actually run using the MITS family of BASIC interpreters.

MICROSOFT
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*dilithium Press* 158 pages 5½ × 8½
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## MICROSOFT FORTRAN (3)

Paul Chirlian

This is an introductory text on FORTRAN in general and Microsoft FORTRAN in particular. The latter is exceptionally well suited for use on microcomputers using CP/M and others of the 8080/8085/Z-80 family.

This book treats the subject thoroughly and gets into sufficient detail to guide you step-by-step through the programming process. It explains such features as the compiler, editor and linker. The use of disk and printer, as well as the video terminal, are also appropriately covered.

A glossary of Microsoft FORTRAN terms and expressions is included with a list of built-in Microsoft FORTRAN subprograms. Many varied exercises are included at the end of each chapter.

MICROSOFT
FORTRAN
Paul F. Chirlian

*dilithium Press* 333 pages/20 illus 5½ × 8½
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## PASCAL (3)

Paul M. Chirlian

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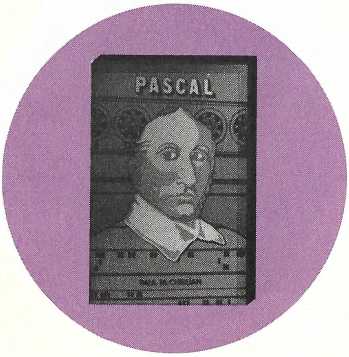
– Interface Age



Written in semi-conversational style, this book is an introduction to one of the more popular computer languages. Directed at people with little or no programming experience, Chirlian bombards you with examples which have been typed from actual program listings that clearly explain proper usage of language features.

Continually focusing on Pascal's structured nature, the author, a professor at Stevens Institute of Technology, discusses top-down programming, debugging, self-documentation and more.

Summaries of Pascal appear in tabular and graphic form, and tables provide an easily accessible collection of commonly needed language information.

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## BEGINNING BASIC (3)

Peter Gosling

It is a popular fallacy that one has to be clever at mathematics to write computer programs. All that is required is a logical approach to a problem and the ability to obey certain, simple rules. These rules are carefully set out by Gosling, who is a professor in computer science in the U.K. This book is designed to introduce BASIC to first time users. In numerous illustrative examples, the effects of obeying and not obeying these simple rules are shown.

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Peter Gosling

Designed to continue from where **Beginning BASIC** left off, the first part of the book demonstrates the designing of programs by constructing algorithms, while Part II uses examples of the two commonly used dialects of BASIC. Two different type faces are used to help distinguish these dialects.

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## PROGRAM YOUR MICROCOMPUTER IN BASIC (3)

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The trouble with many programming manuals is that they tend to start easy but quickly slip into obscurity after the first chapters. Gosling, a lecturer in computer science in the U.K., notes that symptom and works at eliminating it. After the first 24 pages, you are ready to start with hands-on activities, aided by a series of diagrams and pictures of the video display screen. Included are a total of over 65 programs.

Written in Microsoft BASIC, with slight adaptations (which are shown) the programs will run on the TRS-80, Apple, Commodore PET, Atari, and any other computer which uses Microsoft BASIC.

No previous knowledge is necessary to work Gosling's carefully selected examples. Educators, professionals and beginners will find this book a sensible and relaxed way to learn the basics of BASIC.

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Bob Albrecht

Used extensively in junior high schools, this is dilithium Press' most introductory book on learning the BASIC language.

It's an inch-by-inch, step-by-step guide to programming a computer so it will do what you want it to do. It is very easy to read and laid out in such a way that encourages interest.

*dilithium Press* 61 pages 8½ × 10¾
ISBN 0-918398-12-6 1972 paper $4.95

## BEGINNING BASIC (2)

Paul M. Chirlian

Intended for beginners with no experience with computers, this volume can actually enable you to intelligently program in BASIC in a short period of time.

After first presenting an overview of the structure of BASIC, the author discusses debugging, flowcharting, the need for and uses of documentation and much more. A glossary and appendices are included. Each chapter has a number of worked examples and a set of problems for you to try.

*dilithium Press* 225 pages/20 illus 5½ × 8½
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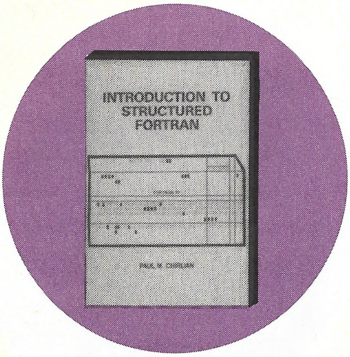
## INTRODUCTION TO STRUCTURED FORTRAN (3)

Paul M. Chirlian



Clearly written, this text incorporates the new FORTRAN 77 with a discussion of structural programming. Designed for use with either a teaching compiler (WATFOR or WATFIV) or a standard compiler, the subject of FORTRAN is covered rather completely. Discussions on debugging, writing algorithms, flowcharting, punching of complete decks of cards, and time sharing are included.

Written so that you can start running programs almost immediately, the text also includes end-of-chapter exercises.

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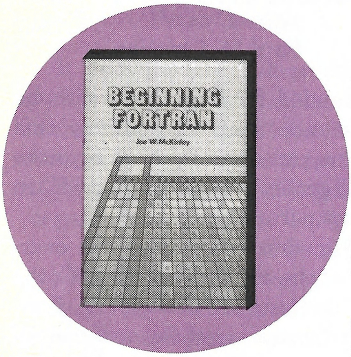

In a lively and interesting style, this text introduces you to FORTRAN. Generated out of the author's experience of teaching FORTRAN to students at the beginning level in college, the book is primarily written about a batch processing mode of operation. However, if you're learning FORTRAN in an interactive or time-share mode, you will still find the book extremely useful.

The goal of the author is to give you, in a streamlined relevant fashion, material which is necessary for you to begin programming. The emphasis is on learning by doing through the execution of simple problems. End-of-chapter problems as well as computer example projects are included.

*Matrix Publishers, Inc.* 242 pages/70 illus 6 × 9
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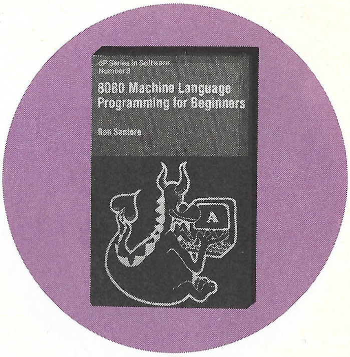

This book is not simply a description of 8080 op-codes and their definitions, but is rather a course which will lead you step-by-step into the basics of machine language programming. You will find this book takes nothing for granted.

In each chapter you will write a program or subroutine. You will only be introduced to a few new programming instructions at a time, but will progress to longer programs until you become familiar with common 8080 machine language programming instructions.

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Written by a user for users, the book emphasizes simplicity without sacrificing utility. The author starts with the basic concepts of both computing and QWIKTRAN, a fundamental subset of FORTRAN IV that allows you early programming experience. Part II expands your proficiency and adds other features of the language. By the end of Part III all of the standard FORTRAN has been covered. Example programs abound.

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